Chapter 7 Review

Sweeps and Lofts

**Name:** **Click here and type your name**

Click in the shaded area and type your answer for each question. Use the [Tab] key to move from one answer field to the next.

 1. What is a loft?

Click here and type your answer

 2. What option of the SWEEP command determines whether the sweep will be a solid or a surface?

 3. When using the SWEEP command, on which endpoint of the path does the sweep start?

 4. What is the purpose of the Base point option of the SWEEP command?

 5. After the sweep or loft is created, how may the creation options be changed?

 6. Which objects may be used as a sweep path?

 7. How is the alignment of a sweep set to be perpendicular to the start of the path?

 8. Which SWEEP command option is used to taper the sweep?

 9. What does the Bank option of the SWEEP command do?

 10. What is the difference between the Ruled and Smooth Fit options in the LOFT command?

 11. How can you close a loft?

 12. List five objects that may be used as guide curves in a loft.

 13. What are the four rules that must be followed when using guide curves?

 14. When using the Path option of the LOFT command, what must the path intersect?

 15. How can a loft be created so it tapers to a point at its end?